

## SEARCH REQUEST FORM

Scientific and Technical Information Center

Requester's Full Name: Alex RADA Examiner #: 28217 Date: 7-31-03  
Art Unit: 3714 Phone Number 308-7135 Serial Number: 10/051741  
Mail Box and Bldg/Room Location: CPL 10028 Results Format Preferred (circle): PAPER DISK E-MAIL

If more than one search is submitted, please prioritize searches in order of need.

\*\*\*\*\*

Please provide a detailed statement of the search topic, and describe as specifically as possible the subject matter to be searched. Include the elected species or structures, keywords, synonyms, acronyms, and registry numbers, and combine with the concept or utility of the invention. Define any terms that may have a special meaning. Give examples or relevant citations, authors, etc, if known. Please attach a copy of the cover sheet, pertinent claims, and abstract.

Title of Invention: \_\_\_\_\_

Inventors (please provide full names): \_\_\_\_\_

Earliest Priority Filing Date: \_\_\_\_\_

*\*For Sequence Searches Only\* Please include all pertinent information (parent, child, divisional, or issued patent numbers) along with the appropriate serial number.*

## STAFF USE ONLY

	Type of Search	Vendors and cost where applicable
Searcher: <u>Jeanne Harrigan</u>	NA Sequence (#) _____	STN _____
Searcher Phone #: _____	AA Sequence (#) _____	Dialog _____
Searcher Location: _____	Structure (#) _____	Questel/Orbit _____
Date Searcher Picked Up: _____	Bibliographic _____	Dr.Link _____
Date Completed: _____	Litigation _____	Lexis/Nexis _____
Searcher Prep & Review Time: _____	Fulltext _____	Sequence Systems _____
Clerical Prep Time: _____	Patent Family _____	WWW/Internet _____
Online Time: _____	Other _____	Other (specify) _____

File 9:Business & Industry(R) Jul/1994-2003/Jul 31  
File 16:Gale Group PROMT(R) 1990-2003/Aug 04  
File 47:Gale Group Magazine DB(TM) 1959-2003/Jul 25  
File 80:TGG Aerospace/Def.Mkts(R) 1986-2003/Aug 01  
File 141:Readers Guide 1983-2003/Jun  
File 148:Gale Group Trade & Industry DB 1976-2003/Aug 04  
File 160:Gale Group PROMT(R) 1972-1989  
File 481:DELPHES Eur Bus 95-2003/Jul W3  
File 482:Newsweek 2000-2003/Jul 23  
File 484:Periodical Abs Plustext 1986-2003/Jul W4  
File 621:Gale Group New Prod.Annou.(R) 1985-2003/Aug 04  
File 635:Business Dateline(R) 1985-2003/Jul 31  
File 636:Gale Group Newsletter DB(TM) 1987-2003/Aug 04  
File 646:Consumer Reports 1982-2003/Jul  
File 609:Bridge World Markets 2000-2001/Oct 01  
File 649:Gale Group Newswire ASAP(TM) 2003/Aug 04

Set	Items	Description
S1	10670	(WAR OR WARS) (2N) (GAME OR GAMES)
S2	2173	BATTLE? ? (2N) (GAME OR GAMES)
S3	132584	MINIATUR?
S4	1828886	ARMAMENT? OR WEAPON? OR PIECE? ? OR SOLDIER?
S5	79317	MEDIEVAL OR MEDIAEVAL OR MIDDLE()AGES
S6	5	KRIEGSSPIEL
S7	919	S3(3N)S4
S8	19	S1:S2 AND S7
S9	14	RD (unique items)
S10	0	S9/2003
S11	1	S5 AND S9 [not relevant]
S12	13	S9 NOT S11
S13	0	S12/20030123:20031231
S14	13	Sort S12/ALL/PD,D
S15	5	S6 NOT S8
S16	5	RD (unique items)

**14/8/3 (Item 3 from file: 16)**

DIALOG(R)File 16:(c) 2003 The Gale Group. All rts. reserv.  
06864418 Supplier Number: 57762517 (USE FORMAT 7 FOR FULLTEXT)  
**Chicago.**  
Nov, 1999

Word Count: 531

PUBLISHER NAME: Cahnners Publishing Company

EVENT NAMES: \*743 (Consumer prices)

GEOGRAPHIC NAMES: \*1U3IL (Illinois)

PRODUCT NAMES: \*3944200 (Toys)

INDUSTRY NAMES: BUSN (Any type of business); RETL (Retailing); SPRT (Sports, Sporting Goods and Toys)

NAICS CODES: 339932 (Game, Toy, and Children's Vehicle Manufacturing)

ADVERTISING CODES: 85 Industry Market Data

**14/8/7 (Item 7 from file: 141)**

DIALOG(R)File 141:(c) 2003 The HW Wilson Co. All rts. reserv.

03305430 H.W. WILSON RECORD NUMBER: BRGA96055430 (USE FORMAT 7 FOR FULLTEXT)

**1926 to 1996: celebrating the American family.**

AUGMENTED TITLE: Parents magazine anniversary; cover story; special section

WORD COUNT: 16871

DESCRIPTORS:

Family--History; Child care  
Parents (Periodical)  
Aug. 1996 (19960800)

14/8/11 (Item 11 from file: 148)

DIALOG(R) File 148:(c)2003 The Gale Group. All rts. reserv.  
02820495 SUPPLIER NUMBER: 04121036 (USE FORMAT 7 OR 9 FOR FULL TEXT)

What's new under the sun in 1986. (toy industry)

Feb, 1986

WORD COUNT: 25041 LINE COUNT: 01936

SPECIAL FEATURES: illustration; photograph

INDUSTRY CODES/NAMES: RETL Retailing; SPRT Sports, Sporting Goods and Toys

DESCRIPTORS: Toy industry--Forecasts

SIC CODES: 3944 Games, toys, and children's vehicles; 5945 Hobby, toy, and game shops.

14/3,AB,K/5 (Item 5 from file: 141)

DIALOG(R) File 141:Readers Guide

(c) 2003 The HW Wilson Co. All rts. reserv.

04070515 H.W. WILSON RECORD NUMBER: BRGA99070515

Outsmarting Napoleon.

AUGMENTED TITLE: miniature soldier collection of D. Mudd

Kernan, Michael, 1927-

Smithsonian v. 30 no6 (Sept. 1999) p. 24+

WORD COUNT: 1826

ABSTRACT: Douglas Mudd, manager of the National Numismatics Collection at the National Museum of American History, is a war - game enthusiast who uses miniature soldiers and multiple-terrain boards to simulate real battles. A Washington native who is distantly related to Dr. Samuel Mudd of Civil War fame, Mudd owns about 1,000 15 mm figures and 500 25 mm soldiers as well as many unpainted soldiers. Mudd says there are hundreds of sets of rules for war games and that he loves the strategic challenges of placing himself in the shoes of a famous general to see if he can do better in war than the soldier did.

TEXT:

... reality," more of a sense that this is indeed a battle, and discovers commercial board games simulating war. And then he wants his own army.

For Douglas Mudd, it was a miniature battlefield...

...manages the National Numismatics Collection at the National Museum of American History, started buying unpainted miniature soldiers and soon was deep into military history, researching not only the battles themselves but the...

...decorated shields, provided a great source of information about the look of things.

From painting miniature soldiers to fighting their battles was just a step. Soon Mudd was competing in war games based on historical battles. Game participants deploy miniature troops on a board that looks like a three-dimensional representation of...

...by H. G. Wells. But these civilian simulations were relatively crude compared with the sophisticated war games that developed later, in the wake of World War II and the Korean War.

Today...soldiers for it, then moves on to another one.

A half-dozen major firms handle war games, some specializing in

figures, some in rules, some in paints, a few in a variety...  
...fighting with them."

Added material

Douglas Mudd, manager of the Smithsonian's numismatics collection, and  
war games hobbyist, displays unpainted figures wearing Renaissance  
uniforms. REGIS LEFEBURE

Fierce 16th-century German pike units...

DESCRIPTORS:

...Collectors and collecting; War games

14/3,AB,K/6 (Item 6 from file: 484)

DIALOG(R)File 484:Periodical Abs Plustext

(c) 2003 ProQuest. All rts. reserv.

03921665 (USE FORMAT 7 OR 9 FOR FULLTEXT)

Games and history: A 'miniature' something for everyone

Silbergeld, David L L

National Defense (FNDF), v83 n540, p40, p.01

Sep 1998

ISSN: 0092-1491 JOURNAL CODE: FNDF

DOCUMENT TYPE: News

LANGUAGE: English

RECORD TYPE: Fulltext; Abstract

WORD COUNT: 385

ABSTRACT: The Historical Miniature Gaming Society hosted a convention in  
Gettysburg PA and featured miniature war games, played by age groups  
from young history buffs to retired military personnel.

TEXT:

... a convention in Gettysburg, Pennsylvania, attended by more than 1,300  
participants. It featured miniature war games, played by age groups from  
young history buffs-ages seven and up-to retired military...  
...to separate gaming tables, while kids sought challenges in their  
respective age groups.

Everyone toted miniature soldiers, tanks, horses, airplanes,  
ships, rulers-to determine properly scaled movements-and scaled trees,  
houses, fortresses...

...depth and breadth of knowledge of history, events, and circumstances  
that accompanied each battle or war.

The games ran the gamut from the Battle of Rourke's Drift at Zulu to  
Little Round...

14/3,AB,K/10 (Item 10 from file: 148)

DIALOG(R)File 148:Gale Group Trade & Industry DB

(c)2003 The Gale Group. All rts. reserv.

06552662 SUPPLIER NUMBER: 14203881

Mr. Sweet counts himself in the ranks of the grateful dead; for toy soldier  
buffs, death is a mere setback in a quest for glory on the battlefield.

(Charlie Sweet is among 1,650 miniature lead soldier buffs at annual  
war - game convention, Lancaster, Pennsylvania)

Gameran, Amy

Wall Street Journal, Tue ed, col 4, pA1(W) pA1(E)

August 24, 1993

ISSN: 0193-2241 LANGUAGE: ENGLISH RECORD TYPE: CITATION

...setback in a quest for glory on the battlefield. (Charlie Sweet is among  
1,650 miniature lead soldier buffs at annual war - game convention,  
Lancaster, Pennsylvania)

...DESCRIPTORS: War games --

14/3,AB,K/12 (Item 12 from file: 635)

DIALOG(R) File 635:Business Dateline(R)

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0009164 85-09164

**Napoleon's Clients Do 'Battle' Every Week**

Graham, Mark

The Business Journal-Milwaukee (Milwaukee, WI, US), V3 N10 s1 p1

PUBL DATE: 851223

WORD COUNT: 1,795

DATELINE: Milwaukee, WI, US

TEXT:

...gaming table located in the store's basement.

The table is the site of miniature **war games** that feature soldiers three-eighths of an inch in height, driven only by the strategies...

...dentist, millionaire and welfare recipient. Under the constant gaze of thousands of motionless soldiers, the **game** players wage **war** against each other, occasionally in all-night sessions.

"Gaming is the greatest thing," said Napoleon...

...another world has been crossed. Game boxes overflow their shelves, and more than 100,000 **miniature soldiers** crowd nooks and crannies.

Napoleon's is so full of games that von Buchholtz this...

...the store's present quarters near Maryland Avenue and Capitol Drive.

Participation in the strategic **war games** at Napoleon's is free; the only requirement is that the players must bring their...

...as long as your arm."

Two enthusiasts recently traveled from West Germany to observe the **war games**.

Napoleon's sells board games, where strategy depends on the spin of the dice or...

...are more serious. Pacific Fleet, a game made in Japan, offers the opportunity to experience **war games** from the Japanese point of view.

And Gulf Strike currently is used by U.S. armed forces for **battle** simulation.

The **games** range in cost from \$4 to \$65.

Napoleon's either carries or can order miniatures for every conceivable **war game**, ranging in cost from 60 cents to \$4 apiece. The average buyer of figurines spends...said.

Dentist Tony Guido drives from Berwin, Ill., to join his compatriots in the Napoleonic **war games**. He oversees the French troops.

Guido, 36, takes his game very seriously: His office receptionist... told not to divulge any strategic information during his opponents' telephone queries.

Guido said the **war games** provide him with mental exercise and an atmosphere quite different from his dental office. He...

...native prepares his own battle strategies as leader of the French troops in the Napoleonic **war games**.

Sitting in this office-cum-shrine, von Buchholtz seems to have turned dream into reality...

16/3,AB,K/3 (Item 3 from file: 484)

DIALOG(R) File 484:Periodical Abs Plustext

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05027350 SUPPLIER NUMBER: 71091169 (USE FORMAT 7 OR 9 FOR FULLTEXT)

**Instrument of War**

Barker, Thomas M

Journal of Military History (PJM), v65 n2, p490-492, p.3

Apr 2001  
ISSN: 0899-3718 JOURNAL CODE: PJMH  
DOCUMENT TYPE: Book Review-Favorable  
LANGUAGE: English RECORD TYPE: Fulltext; Abstract  
WORD COUNT: 1023  
ABSTRACT: "Instrument of War" by Christopher Duffy is reviewed.  
TEXT:

... will also come into his own: there are diagrams of formations and even photographs of **Kriegsspiel** -type situations in the last chapter. Duffy has likewise accumulated a huge mass of statistical...

16/3,AB,K/4 (Item 4 from file: 484)  
DIALOG(R)File 484:Periodical Abs Plustext  
(c) 2003 ProQuest. All rts. reserv.  
04875801 SUPPLIER NUMBER: 62740372 (USE FORMAT 7 OR 9 FOR FULLTEXT)  
Toward a history-based doctrine for wargaming

Caffrey, Matthew Jr  
Aerospace Power Journal (FAPW), v14 n3, p33-56, p.24  
Fall 2000

JOURNAL CODE: FAPW  
DOCUMENT TYPE: Feature.  
LANGUAGE: English RECORD TYPE: Fulltext; Abstract  
WORD COUNT: 15807  
ABSTRACT: Given the stakes and uncertainties, it's not surprising that those who contemplate war developed an early interest in gaming possible outcomes. In reviewing the evolution of wargaming, Caffrey shows that it too has been impacted by the familiar factors of fog, friction and chance.  
TEXT:

... mean when we say "wargame"? The term wargame is simply a translation of the German **Kriegsspiel**. Unfortunately, many in the military are simply uncomfortable with the term wargame, perhaps feeling that...casualty level units would cease functioning.<sup>22</sup>

The second innovation came to be called Free **Kriegsspiel**.<sup>23</sup> A series of books published between 1873 and 1876 argued persuasively for a radically...

...games that were faster and thus more popular, hence played more often.

At first, Free **Kriegsspiel** seemed to work well. At its best, the professional judgment of experienced combat veterans could...of including such factors was recognized. To increase flexibility, RAND later turned to a Free **Kriegsspiel** style of play and in so doing reinvented the German political/military wargame. Also in...Andrew Finch, A Guide to Wargaming (New York: Hippocrene Books, 1980), 24.

26. The Oxford **Kriegsspiel** Club was founded in 1873. See *ibid.*, 24.

27. Mentioned in E-mail from James...

16/3,AB,K/5 (Item 5 from file: 484)  
DIALOG(R)File 484:Periodical Abs Plustext  
(c) 2003 ProQuest. All rts. reserv.  
04799214 SUPPLIER NUMBER: 56202853 (USE FORMAT 7 OR 9 FOR FULLTEXT)  
For deterrence to doomsday machine: The German way of war, 1890-1914

Showalter, Dennis  
Journal of Military History (PJMh), v64 n3, p679-710, p.33  
Jul 2000

ISSN: 0899-3718 JOURNAL CODE: PJMH  
DOCUMENT TYPE: Feature  
LANGUAGE: English RECORD TYPE: Fulltext; Abstract

ASRC Searcher: Jeanne Horrigan  
Serial 10/051741  
August 4, 2003

6

WORD COUNT: 13769

ABSTRACT: The military system of the Second Reich increasingly appears to scholars as a jest at the expense of Germany, Europe, and the world. Showalter attempts to demonstrate the rational-actor elements of the German approach to war.

TEXT:

... War in History 6 (1999): 262-305. See Robert T. Foley, ed., "Schlieffen's Last **Kriegsspiel**," War Studies Journal 3 (1998): 117-33, and 4 (1999): 97-116.  
52. On this....

File 610:Business Wire 1999-2003/Aug 04  
File 613:PR Newswire 1999-2003/Aug 04  
File 810:Business Wire 1986-1999/Feb 28  
File 813:PR Newswire 1987-1999/Apr 30  
File 20:Dialog Global Reporter 1997-2003/Aug 04  
File 570:Gale Group MARS(R) 1984-2003/Aug 04  
File 264:DIALOG Defense Newsletters 1989-2003/Aug 04  
File 587:Jane's Defense&Aerospace 2003/Jul W4  
File 605:U.S. Newswire 1999-2003/Aug 04  
File 624:McGraw-Hill Publications 1985-2003/Aug 01  
File 665:U.S. Newswire 1995-1999/Apr 29

Set	Items	Description
S1	8453	(WAR OR WARS) (2N) (GAME OR GAMES)
S2	1961	BATTLE? ?(2N) (GAME OR GAMES)
S3	52225	MINIATUR?
S4	1371993	ARMAMENT? OR WEAPON? OR PIECE? ? OR SOLDIER?
S5	41214	MEDIEVAL OR MEDIAEVAL OR MIDDLE()AGES
S6	0	KRIEGSSPIEL
S7	481	S3(3N)S4
S8	5	S1:S2(S)S7
S9	0	S8 AND S5
S10	0	S8/2003
S11	5	S8
S12	5	RD (unique items)

12/8/3 (Item 2 from file: 20)

DIALOG(R)File 20:(c) 2003 The Dialog Corp. All rts. reserv.

09303204 (USE FORMAT 7 OR 9 FOR FULLTEXT)

**Games Workshop price drops 13%**

January 26, 2000

WORD COUNT: 106

COMPANY NAMES: Games Workshop Group PLC

DESCRIPTORS: Strategy; Company News; Interim Results; Results;  
Restructuring; Prices

COUNTRY NAMES/CODES: United Kingdom (GB)

REGIONS: Europe; European Union; Western Europe

SIC CODES/DESCRIPTIONS: 5945 (Hobby Toy & Game Stores)

NAICS CODES/DESCRIPTIONS: 45112 (Hobby Toy & Game Stores)



File 436:Humanities Abs Full Text 1984-2003/Jun

Set	Items	Description
S1	136	(WAR OR WARS) (2N) (GAME OR GAMES)
S2	10	BATTLE? ?(2N) (GAME OR GAMES)
S3	1782	MINIATUR?
S4	26982	ARMAMENT? OR WEAPON? OR PIECE? ? OR SOLDIER?
S5	15431	MEDIEVAL OR MEDIAEVAL OR MIDDLE()AGES
S6	1	KRIEGSSPIEL
S7	0	S1:S2(S)S3(3N)S4
S8	0	S1:S2(S)S3(S)S4

6/3,K/1

DIALOG(R)File 436:Humanities Abs Full Text

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04528587 H.W. WILSON RECORD NUMBER: BHUA01028587 (USE FORMAT 7 FOR FULLTEXT)

**Ecstasies of the young: sexuality, the youth movement, and moral panic in Germany on the eve of the First World War.**

Williams, John Alexander

Central European History v. 34 no2 (2001) p. 163-89

WORD COUNT: 13264

TEXT:

... 1911); Gustav Chrosciel, Wanderlust, ein Weg zur Kraft durch Freuder Theoretisch-prakrische Anleitung zum Wandern. **Kriegsspiel** und Entfernungsschatzen im Dienste der Schule und der Jugendbewegung (Halle, 1912).

50. Adeie Schreiber, "Der...war and scouting games to indoctrinate the Wandervogel in militant nationalism include Joachim Wolschke-Bulmahn, "**Kriegsspiel** und Naturgenuss: Zur Funktionalisierung der burgerlichen Jugendbewegung fur militarische Ziele," JADJB (1986-1987): 251-69...

...40. The latter position is better supported by contemporary Wandervogel sources, i.e. Hanna Diehl, "**Kriegsspiel** in der Davert," Wandervogel (1914): 233-35. See also Michael Fritz, Benno Hafenegger, Peter Krahulec...

File 38:America:History & Life 1963-2003/Q2  
File 39:Historical Abstracts 1973-2003  
File 142:Social Sciences Abstracts 1983-2003/Jun  
File 439:Arts&Humanities Search(R) 1980-2003/Jul W4  
File 7:Social SciSearch(R) 1972-2003/Jul W4  
File 35:Dissertation Abs Online 1861-2003/Jul  
File 94:JICST-EPlus 1985-2003/Jul W4  
File 99:Wilson Appl. Sci & Tech Abs 1983-2003/Jun  
File 111:TGG Natl.Newspaper Index(SM) 1979-2003/Aug 04  
File 583:Gale Group Globalbase(TM) 1986-2002/Dec 13  
File 65:Inside Conferences 1993-2003/Aug W1  
File 473:FINANCIAL TIMES ABSTRACTS 1998-2001/APR 02  
File 474:New York Times Abs 1969-2003/Aug 02  
File 475:Wall Street Journal Abs 1973-2003/Aug 01

Set	Items	Description
S1	1556	(WAR OR WARS) (2N) (GAME OR GAMES)
S2	136	BATTLE? ? (2N) (GAME OR GAMES)
S3	27447	MINIATUR?
S4	331451	ARMAMENT? OR WEAPON? OR PIECE? ? OR SOLDIER?
S5	67877	MEDIEVAL OR MEDIAEVAL OR MIDDLE()AGES
S6	4	KRIEGSSPIEL
S7	1	S1:S2 AND S3(S)S4 [a duplicate]
S8	4	S6 NOT S7
S9	0	S5()S1:S2
S10	292	S1:S2 AND S4
S11	2	S3 AND S10
S12	1	S11 NOT S7:S8
S13	143	WARGAME? ?
S14	119	S13 NOT S1:S2
S15	0	S14 AND S3 AND S4

8/6/1 (Item 1 from file: 439)  
02496877 GENUINE ARTICLE#: 508YX NUMBER OF REFERENCES: 16  
TITLE: The real thing: A reply to Terence Zuber's 'Terence Holmes Reinvents the Schlieffen Plan' (ABSTRACT AVAILABLE)  
2002

8/7/2 (Item 2 from file: 439)  
DIALOG(R)File 439:Arts&Humanities Search(R)  
(c) 2003 Inst for Sci Info. All rts. reserv.  
01570261 GENUINE ARTICLE#: MN732 NUMBER OF REFERENCES: 2  
TITLE: LUDUS MARTIUS SIVE BELLICUS/'MARS ODER KRIEGSSPIEL' - LATIN AND GERMAN - HESSUS,HS, ROLOFF,HG, EDITOR-TRANSLATOR  
AUTHOR(S): ENTNER H  
JOURNAL: JAHRBUCH FUR INTERNATIONALE GERMANISTIK, 1993, V25, N1, P147-150  
ISSN: 0449-5233  
LANGUAGE: GERMAN DOCUMENT TYPE: BOOK REVIEW

8/7/3 (Item 1 from file: 35)  
DIALOG(R)File 35:Dissertation Abs Online  
(c) 2003 ProQuest Info&Learning. All rts. reserv.  
01591478 ORDER NO: AAD97-30737  
SPIKED CANON? THE END OF READING IN MILITARY THOUGHT (THUCYDIDES, NICCOLO MACHIAVELLI, CARL VON CLAUSEWITZ)  
Author: KUBIK, TIMOTHY ROBERT WHITE  
Degree: . PH.D.

Year: 1997  
Corporate Source/Institution: THE JOHNS HOPKINS UNIVERSITY (0098)  
Co-chairs: GEORGE LISKA; MACK WALKER  
Source: VOLUME 58/04-A OF DISSERTATION ABSTRACTS INTERNATIONAL.  
PAGE 1441. 421 PAGES

What role should reading play in military thought, broadly understood as a field of inquiry addressing historical and contemporary policy issues? Students were once encouraged to read widely and critically from canonical works. Now this activity is reserved primarily for retired officers and a minority of scholars. To understand why, we must first answer a more specific question: What modes of reading contribute to our understanding of military thought? To answer either of these questions, it is necessary to investigate the distinct historiographical structures found in the history of military thought.

Present-day scholars identify fundamental transformations in the material-technical conditions of warfare as the reason historical works receive less attention. History is reconfigured according to a series of military-technical revolutions, and these separate the past from the present. This reduces reading to a search for references to contemporary issues; issues themselves informed by the same structural themes. Texts once considered canonical become "spiked," rendered useless or, at best, monumental.

The validity of this approach is questioned in three chapters which explore alternative structures of reading in the works of Thucydides, Machiavelli, and Clausewitz. Each of these authors is shown to solicit a particular form of literary-rhetorical dialectic with readers as a means to overcome the historiographical structures common to their own discursive contexts. A final study of the German **Kriegsspiel** (war-game) offers a contrasting consideration of an historical case similar to contemporary practices. Here the 'mapping' of events relies on historiographical structures of representation to eliminate the problem of historical understanding altogether.

Is reading at an end in military thought? The answer depends on what the end of reading is understood to be. Modes of reading are not dictated by material conditions, but are chosen for strategic effect. We must appreciate the strategies deployed by authors, and their readers, if we are to re-open the pages of the canonical works of military thought.

12/7/1 (Item 1 from file: 111)  
DIALOG(R) File 111:TGG Natl.Newspaper Index(SM)  
(c) 2003 The Gale Group. All rts. reserv.  
04754712 Supplier Number: 18042879  
**Add toy soldiers , rewrite history. (Metropolitan Wargamers Club,  
Manhattan, New York) (National Pages)**  
Martin, Douglas  
New York Times, v145 , Fri ed, col 1, pA14(N) pB1(L)  
Feb 23, 1996

File 350:Derwent WPIX 1963-2003/UD,UM &UP=200349  
File 347:JAPIO Oct 1976-2003/Mar(Updated 030703)  
File 371:French Patents 1961-2002/BOPI 200209

Set	Items	Description
S1	191	(WAR OR WARS) (2N) (GAME OR GAMES)
S2	194	BATTLE? ?(2N) (GAME OR GAMES)
S3	97412	MINIATUR?
S4	576772	ARMAMENT? OR WEAPON? OR PIECE? ? OR SOLDIER?
S5	30	MEDIEVAL OR MEDIAEVAL OR MIDDLE()AGES
S6	0	KRIEGSSPIEL
S7	6	WARGAME? ?
S8	4	(S1 OR S2 OR S7) AND S3(S)S4
S9	22119	TOY
S10	62	S9()S4
S11	1	(S1 OR S2 OR S7) AND S10
S12	1	S11 NOT S8

8/7,K/1 (Item 1 from file: 350)

DIALOG(R)File 350:Derwent WPIX  
(c) 2003 Thomson Derwent. All rts. reserv.  
015430574 \*\*Image available\*\*  
WPI Acc No: 2003-492716/200346

**Game piece for use in war and fantasy games involving use of miniatures, has printed information which includes variable information adjustably displayed by base**

Patent Assignee: WEISMAN J K (WEIS-I)

Inventor: WEISMAN J K

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20030071414	A1	20030417	US 2001958201	A	20011005	200346 B
			US 2002243980	A	20020913	

Priority Applications (No Type Date): US 2002243980 A 20020913; US 2001958201 A 20011005

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20030071414	A1	16	A63F-003/00	CIP of application	US 2001958201

Abstract (Basic): US 20030071414 A1

NOVELTY - Printed information (8) such as trading card related to a character in game and can be inserted to and interchanged with a base (10) includes variable information adjustably displayed by the base.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for a method for playing game involving use of miniatures.

USE - For use in war and fantasy games involving use of miniatures.

ADVANTAGE - Provides statistics pertaining to specific character as separate printed information for use with the figure. Customizes values for each character by providing differently numbered wheels for the game piece bases.

DESCRIPTION OF DRAWING(S) - The figure shows the perspective view of the game piece.

Printed information (8)

Base (10)

pp; 16 DwgNo 2/10

Derwent Class: P36

International Patent Class (Main): A63F-003/00

8/7,K/2 (Item 2 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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013992097 \*\*Image available\*\*

WPI Acc No: 2001-476312/200151

**Game piece for playing game has employs miniature figures incorporated onto base and counters to track character's characteristics and how they change as game progresses**

Patent Assignee: WEISMAN J K (WEIS-I)

Inventor: WEISMAN J K

Number of Countries: 095 Number of Patents: 006

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
WO 200158544	A1	20010816	WO 2001US1369	A	20010116	200151 B
AU 200129498	A	20010820	AU 200129498	A	20010116	200175
BR 200108236	A	20021105	BR 20018236	A	20010116	200279
			WO 2001US1369	A	20010116	
EP 1257332	A1	20021120	EP 2001951128	A	20010116	200301
			WO 2001US1369	A	20010116	
US 20020180150	A1	20021205	US 2000182002	P	20000211	200301
			US 2000224314	P	20000810	
			US 2001958201	A	20011005	
CN 1398192	A	20030219	CN 2001804699	A	20010116	200337

Priority Applications (No Type Date): US 2000224314 P 20000810; US 2000182002 P 20000211; US 2001958201 A 20011005

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 200158544	A1	E	31	A63F-003/02	

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CR CU CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW

Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZW

AU 200129498 A A63F-003/02 Based on patent WO 200158544

BR 200108236 A A63F-003/02 Based on patent WO 200158544

EP 1257332 A1 E A63F-003/02 Based on patent WO 200158544

Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT LI LT LU LV MC MK NL PT RO SE SI TR

US 20020180150 A1 A63F-003/00 Provisional application US 2000182002  
Provisional application US 2000224314

CN 1398192 A A63F-003/02

Abstract (Basic): WO 200158544 A1

NOVELTY - The game **piece** employs **miniature** figures (42) incorporated onto a base (74). Counters track a character's characteristics and how they change as the game progresses. Values can be customized for each character by providing different numbered wheels for the bases.

DETAILED DESCRIPTION - INDEPENDENT CLAIMS are included for methods of playing the game, and providing collectable game pieces, respectively.

USE - For playing **war** and **fantasy games**.

ADVANTAGE - Market trading of game figures is increased.

DESCRIPTION OF DRAWING(S) - The drawing shows a perspective view of the game piece base.

Miniature figures (42)  
Base (74)  
pp; 31 DwgNo 2/10  
Derwent Class: P36  
International Patent Class (Main): A63F-003/00; A63F-003/02  
International Patent Class (Additional): A63F-009/00

8/7,K/3 (Item 3 from file: 350)  
DIALOG(R)File 350:Derwent WPIX  
(c) 2003 Thomson Derwent. All rts. reserv.  
001931679  
WPI Acc No: 1978-G0940A/197831  
Tactical war game appts. - uses board imprinted with hexagonal pattern and variety of terrain obstacles negotiated by toy vehicles or weapons  
Patent Assignee: HOFFA R L (HOFF-I)  
Inventor: HOFFA R L  
Number of Countries: 001 Number of Patents: 001  
Patent Family:  
Patent No Kind Date Applicat No Kind Date Week  
US 4093236 A 19780606 197831 B  
Priority Applications (No Type Date): US 76743976 A 19761122  
Abstract (Basic): US 4093236 A

Tactical warfare game appts. comprises a game board on which various types of terrain and geography are designated, using colour to determine elevation and which is marked with an overlying hexagonal grid pattern.

Game pieces comprise accurately scaled three dimensional miniatures of instruments of warfare. Charts with tables printed thereon embody data pertaining to each respective game piece enabling calculation of information relating to the ability of each piece to be moved on the board, its firepower, and its resistance to opponents' fire.

Further charts with tables printed thereon embody data pertaining to the various terrain and geography on the board enabling calculation of the ability of each of the pieces to be moved on the various terrain on the board. There is a single die; and a worksheet having a replica of the features on the game board. Pref. the pieces comprise miniature battle tanks reproduced in 1/285 scale.

Derwent Class: P36  
International Patent Class (Additional): A63F-003/00

8/7,K/4 (Item 4 from file: 350)  
DIALOG(R)File 350:Derwent WPIX  
(c) 2003 Thomson Derwent. All rts. reserv.  
001666519  
WPI Acc No: 1977-A2983Y/197702  
Naval battle game - has boards representing sea and pieces symbolising ships, detection table with miniature board reproductions and movable screens  
Patent Assignee: DESCHAMPS M E S (DESC-I)  
Number of Countries: 001 Number of Patents: 001  
Patent Family:  
Patent No Kind Date Applicat No Kind Date Week  
FR 2302763 A 19761105 197702 B  
Priority Applications (No Type Date): FR 757132 A 19750307  
Abstract (Basic): A

A naval battle game has for each player, a board representing

the sea and a detection table with reproduces in **miniature** each board with a movable screen in front of each reproduction. The boards are divided into three main zones and are also divided by a diagonal. **Pieces** which symbolise ships are placed on squares on the board.

The boards are sheets bonded to metal plates, the pieces being magnetised to hold them in place. On the back of the boards there are stands to hold them in inclined positions

Derwent Class: P36

International Patent Class (Additional): A63F-003/02

12/7,K/1 (Item 1 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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003070806

WPI Acc No: 1981-H0845D/198131

**Child's war game simulating attack on castle - incorporates pivoted angle piece to push ladders away from walls**

Patent Assignee: LEVY G E (LEVY-I)

Inventor: LEVY G E

Number of Countries: 010 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
EP 32470	A	19810722				198131 B
FR 2473334	A	19810717				198135

Priority Applications (No Type Date): FR 80556 A 19800111

Cited Patents: BE 465281; DE 583828; No-Citns.; US 4012044

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 32470	A	F	6		

Designated States (Regional): AT BE CH DE GB IT LI NL SE

Abstract (Basic): EP 32470 A

The child's medieval **war game** consists of a castle or turret (1) which is attacked by **toy soldiers** (9) using scaling ladders (3). Small angle pieces (4) pivoted to the edge of the parapet push the upper end of the ladder away from the wall. The child presses down the horizontal arm (5) of the angle piece causing the vertical arm (4) to swing outwards against the top rung and push the ladder away from the turret wall.

A raised edge (8) is formed around the edge of the castle base (7) to prevent the feet of the ladder (10) from slipping outwards.

1

Derwent Class: P36

International Patent Class (Additional): A63H-003/52; A63H-007/00;

A63H-013/08; A63H-033/30

File 348:EUROPEAN PATENTS 1978-2003/Jul W03

File 349:PCT FULLTEXT 1979-2002/UB=20030731,UT=20030724

Set	Items	Description
S1	146	(WAR OR WARS) (2N) (GAME OR GAMES)
S2	96	BATTLE? ?(2N) (GAME OR GAMES)
S3	33126	MINIATUR?
S4	312294	ARMAMENT? OR WEAPON? OR PIECE? ? OR SOLDIER?
S5	178	MEDIEVAL OR MEDIAEVAL OR MIDDLE()AGES
S6	1	KRIEGSSPIEL
S7	5	WARGAME? ?
S8	4745	TOY
S9	2	(S1 OR S2 OR S7) (S) (S3 OR S8) () S4
S10	12	(S1 OR S2 OR S7) (S) (S3 OR S8)
S11	10	S10 NOT S9
S12	54	(S1 OR S2 OR S7) (S) S4
S13	0	S12(S) S5
S14	2	S12 AND S5
S15	5	S6:S7 NOT (S9 OR S10 OR S14)

9/3,AB,K/2 (Item 2 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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00291533

**TOY ASSEMBLY**

**JOUET**

Patent Applicant/Assignee:

THE FROMM GROUP INC,

Inventor(s):

FROMM Wayne G,  
WEINSTEIN Leo D,  
MERRY Steven E,  
NIELSON Peter M,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9509682 A1 19950413

Application: WO 94CA523 19940926 (PCT/WO CA9400523)

Priority Application: US 93130681 19931001

Designated States: CA CN JP AT BE CH DE DK ES FR GB GR IE IT.LU MC NL PT SE

Publication Language: English

Fulltext Word Count: 4441

English Abstract

A toy assembly (10) including a ray gun (12) capable of projecting a focused beam of light (25), and an electromechanically actuatable target figurine (14) including a body (46), a support (48) for supporting the body of the figurine in an upright position upon a surface, a light receiver (58), a toppling mechanism (60) for causing the figurine to topple over when operated, an energy source (82) within the figurine for powering the toppling mechanism, and a control circuit (78) for initiating the operation of the toppling mechanism when the light receiver is struck by a beam of light projected by the ray gun.

Fulltext Availability: Detailed Description

Detailed Description

... However, these toys do not cause the figurine to topple as desired when playing with **toy soldiers** and guns,

It is also known from U,S, 4,844,474 that a vehicle...

...While this design has advantages over the other prior art referred to above when playing **war games**, there is still nothing in this patent which



teaches that a figurine can be caused...

11/6/1 (Item 1 from file: 348)

01361901

Game card and game system using a game machine

11/3,AB,K/3 (Item 2 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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00825309

GAME PIECE AND METHOD OF PLAYING A GAME AND SUPPLYING THE GAME PIECE  
PIECE DE JEU ET PROCEDE PERMETTANT DE JOUER A UN JEU ET DE FOURNIR LADITE  
PIECE DE JEU

Patent Applicant/Inventor:

WEISMAN Jordan K, 6507 - 240th Way N.E., Redmond, WA 98053, US, US

(Residence), US (Nationality)

Legal Representative:

KELLEY Timothy M (agent), Michael Best & Friedrich LLP, 100 East

Wisconsin Avenue, Milwaukee, WI 53202, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200158544 A1 20010816 (WO 0158544)

Application: WO 2001US1369 20010116 (PCT/WO US0101369)

Priority Application: US 2000182002 20000211; US 2000224314 20000810

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CR CU CZ

DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ

LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG

SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 8424

English Abstract

A method and an apparatus by which rules and record keeping in games employing miniature figures (42) as game pieces (10) are incorporated onto the base of the miniature figures themselves. Counters (25) or wheels track of a character's characteristics and how they change as a game progresses. Values can be customized for each character by providing differently numbered wheels for the bases. Also, a method for providing collectable game pieces with varied features by providing them to the consumer concealed in packaging.

Fulltext Availability: Detailed Description

Detailed Description

... in such games.

BACKGROUND OF THE INVENTION

A degree of realism can be added to **games**, especially **war** and **fantasy games**, through the use of **miniature** figures to represent characters in the games. Each participant in the game manipulates characters, each represented by a **miniature** figure and each being endowed with certain characteristics, e.g., strength and range of movement...as additional items.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

Miniature figures are often used in **games**, especially **war** and **fantasy games**, to represent characters in the games. These characters, for

example, can be a Roman legionnaire...  
...orcs. Each participant in the game commands an army of characters, each represented by a **miniature** figure. Each character is endowed with certain strengths and weaknesses, all of which enter into...

11/3,AB,K/5 (Item 4 from file: 349)  
DIALOG(R)File 349:PCT FULLTEXT  
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00191920

**TOY**

**JOUET**

Patent Applicant/Assignee:

MORAN Dan,  
GERLITZ Yonatan,  
RAVIV Roni,

Inventor(s):

MORAN Dan,  
GERLITZ Yonatan,  
RAVIV Roni,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9109268 A1 19910627  
Application: WO 90US7225 19901207 (PCT/WO US9007225)  
Priority Application: US 89124 19891211

Designated States: AT BE CH DE DK ES FR GB GR IT JP LU NL SE

Publication Language: English

Fulltext Word Count: 4512

**English Abstract**

A firing toy (10) including headgear (12) having mounted thereon a simulated weapon system (33), a visor (14), apparatus (16) for indicating on the visor a sighting reference and non-hand actuated apparatus (18) for producing simulated firing on a target. Preferably the headgear and the non-hand actuated apparatus are operative for producing simulated firing on a target which appears on a television screen (120) in an interactive television game.

Fulltext Availability: Detailed Description

**Detailed Description**

... According to a preferred embodiment, the present invention seeks to provide a non-hand operated **toy** operative for aiming at a target,, "firing" a beam at the target and preferably also detecting beams impinging upon that target. The firearm **toy** is preferably integrally formed with a head helmet which may be designed to resemble in...

...the headgear of a fanciful character, such as one of the characters in existing "Star Wars " **games**.

Reference is now made to Fig. 1. which is a pictorial illustration of a child...

14/3,AB,K/1 (Item 1 from file: 348)  
DIALOG(R)File 348:EUROPEAN PATENTS  
(c) 2003 European Patent Office. All rts. reserv.  
00481642

**Games apparatus.**

**Spielvorrichtung.**

**Dispositif de jeu.**

**PATENT ASSIGNEE:**

Wolfgramm, Maximillian Glenn, (1345980), 9 Park Rise, Campbells Bay,  
Northshore, Auckland, (NZ), (applicant designated states:

AT;BE;CH;DE;DK;ES;FR;GB;GR;IT;LI;LU;NL;SE)

INVENTOR:

Wolfgramm, Maximillian Glenn, 9 Park Rise, Campbells Bay, Northshore,  
Auckland, (NZ)

LEGAL REPRESENTATIVE:

Waldren, Robin Michael et al (55602), Marks & Clerk, 57-60 Lincoln's Inn  
Fields, London WC2A 3LS, (GB).

PATENT (CC, No, Kind, Date): EP 447270 A1 910918 (Basic)

APPLICATION (CC, No, Date): EP 91302284 910318;

PRIORITY (CC, No, Date): NZ 232956 900316

DESIGNATED STATES: AT; BE; CH; DE; DK; ES; FR; GB; GR; IT; LI; LU; NL; SE

INTERNATIONAL PATENT CLASS: A63F-003/00;

ABSTRACT EP 447270 A1

A games apparatus is provided for two or more participant arranged into opposing sides. The apparatus comprises a playing surface and playing pieces wherein the playing surface is in cross-section irregular and provides participants with a fixed three-dimensional terrain, the playing pieces are movable across the playing surface in a substantially horizontal or substantially vertical direction and the outcome of the game is determined by one side successfully directing its playing pieces against those of the opposing side subject to any obstacles created by the terrain and in accordance with the rules of the game. A method of playing a game, is also provided, the method being such that two of more participants or opposing sides play a game of skill or a game of chance or a game combining the two. (see image in original document)

ABSTRACT WORD COUNT: 139

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	EPABF1	680
SPEC A	(English)	EPABF1	1391
Total word count - document A			2071
Total word count - document B			0
Total word count - documents A + B			2071

...SPECIFICATION chess and draughts have been described by way of example, that any game where playing **pieces** are advanced across a given terrain, could be played on the games apparatus. Thus, a more haphazard game of chance such as a " **war game** " could be played on the games apparatus whereby the rules were structured so that one...to secure a given position on the playing surface. In such a game individual playing **pieces** could be given predetermined values which would vary depending on where on the playing surface the playing **piece** was located. for example, a high value on the top of the wall of the...  
...playing pieces may be varied depending on the the of game played. For example, a **medieval** theme may be provided with specialised players. Likewise, a water-crossing could be provided with...

15/3,AB,K/4 (Item 1 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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00932381

MILITARY HISTORY GAME

JEU HISTORICO-MILITAIRE

Patent Applicant/Inventor:

KRIVENKO Konstantin Alexandrovich, ul. Novosushevskaya, 13/1-103,  
Moscow, 103055, RU, RU (Residence), RU (Nationality)

Legal Representative:

GRUNINA Alla Efimovna (agent), a/ya 15, G-165, Moscow, 121165, RU,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200266126 A2-A3 20020829 (WO 0266126)

Application: WO 2002RU50 20020215 (PCT/WO RU0200050)

Priority Application: RU 2001104327 20010216

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU

CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR

KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE

SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: Russian

Filing Language: Russian

English Abstract

The invention relates to **wargames** simulating the great battles of history and makes it possible to develop a creative initiative of players and consolidate the knowledge received in class. **The inventive game comprises a set of figurines in the form of soldiers of various arms of the service and/or armies, and/or epochs which participated in various battles, and also models of constructions (fortresses, castles) and landscape (vegetation, terrain, hydrography).** In addition, said game comprises a die and a set of cards of regiments and soldiers having stable characteristics and used in battle.

File 9:Business & Industry(R) Jul/1994-2003/Jul 31  
File 16:Gale Group PROMT(R) 1990-2003/Aug 04  
File 47:Gale Group Magazine DB(TM) 1959-2003/Jul 25  
File 80:TGG Aerospace/Def.Mkts(R) 1986-2003/Aug 01  
File 141:Readers Guide 1983-2003/Jun  
File 148:Gale Group Trade & Industry DB 1976-2003/Aug 04  
File 160:Gale Group PROMT(R) 1972-1989  
File 481:DELPHEs Eur Bus 95-2003/Jul W3  
File 482:Newsweek 2000-2003/Jul 23  
File 484:Periodical Abs Plustext 1986-2003/Jul W4  
File 621:Gale Group New Prod.Annou.(R) 1985-2003/Aug 04  
File 635:Business Dateline(R) 1985-2003/Jul 31  
File 636:Gale Group Newsletter DB(TM) 1987-2003/Aug 04  
File 646:Consumer Reports 1982-2003/Jul  
File 609:Bridge World Markets 2000-2001/Oct 01  
File 649:Gale Group Newswire ASAP(TM) 2003/Aug 04

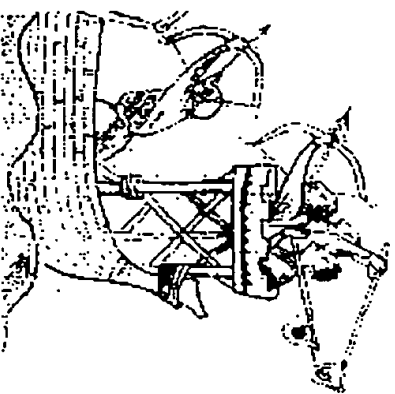
Set	Items	Description
S1	10670	(WAR OR WARS) (2N) (GAME OR GAMES)
S2	2173	BATTLE? ?(2N) (GAME OR GAMES)
S3	132584	MINIATUR?
S4	1828886	ARMAMENT? OR WEAPON? OR PIECE? ? OR SOLDIER?
S5	79317	MEDIEVAL OR MEDIAEVAL OR MIDDLE()AGES
S6	5	KRIEGSSPIEL
S7	2660	WARGAME? ?
S8	128	TOY() (ARMAMENT? OR WEAPON?)
S9	2249	S7 NOT S1:S2
S10	0	S9(S)S8
S11	5	S9(S)S4(3N)S3
S12	2	RD (unique items) [not relevant]

File 610:Business Wire 1999-2003/Aug 04  
File 613:PR Newswire 1999-2003/Aug 04  
File 810:Business Wire 1986-1999/Feb 28  
File 813:PR Newswire 1987-1999/Apr 30  
File 20:Dialog Global Reporter 1997-2003/Aug 04  
File 570:Gale Group MARS(R) 1984-2003/Aug 04  
File 264:DIALOG Defense Newsletters 1989-2003/Aug 04  
File 587:Jane's Defense&Aerospace 2003/Jul W4  
File 605:U.S. Newswire 1999-2003/Aug 04  
File 624:McGraw-Hill Publications 1985-2003/Aug 01  
File 665:U.S. Newswire 1995-1999/Apr 29  
File 436:Humanities Abs Full Text 1984-2003/Jun

Set	Items	Description
S1	8589	(WAR OR WARS) (2N) (GAME OR GAMES)
S2	1971	BATTLE? ?(2N) (GAME OR GAMES)
S3	54007	MINIATUR?
S4	1398988	ARMAMENT? OR WEAPON? OR PIECE? ? OR SOLDIER?
S5	56646	MEDIEVAL OR MEDIAEVAL OR MIDDLE()AGES
S6	1	KRIEGSSPIEL
S7	1480	WARGAME?
S8	1302	S7 NOT S1:S2
S9	1792	S3(3N)S4 OR TOY()S4
S10	5	S8(S)S9
S11	4	RD (unique items) [not relevant]

## THE STAFF-SLING: GUIDELINES FOR CONSTRUCTION & USE

Master Johannes the Black of the Athanor

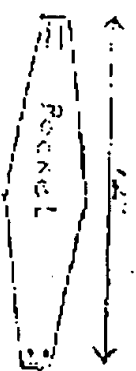


This article is intended as an introduction to a missile weapon which was used extensively from Antiquity until the High Middle Ages, notably by the Carthaginian, Vandal, Roman, Byzantine and other armies of the continent. This weapon was called the fustibalus (in Latin). To the left may be seen an illustration from a manuscript in the Bodleian Library in Britain, which shows maritime combat with the fustibalus. It is also mentioned in the Codex Atlanticus of Leonardo da Vinci, who experimented with various forms of it as an exercise in martial engineering.

The fustibalus was about one meter (39 inches) in length, and boasted a range of some 550 ft! Accuracy with this weapon comes only with practice, and it's use among the romans was restricted to auxiliary troops probably for this very reason. The trebuchet, a siege weapon much beloved by medieval engineers, was nothing more than an enormous staff-sling that employed a counter-weight for achieving torque instead of an arm and shoulder.

The missiles launched were, in antiquity, referred to as glans. These were clay and/or lead pellets, oval in shape and generally flattened. They often had the names of enemies, pictures of scorpions and other martial graffiti/symbols inscribed or molded on them. Those examples remaining today are about 1.5 to 2.5 inches in length, and about .5 to 1.25 inches in width. These glans weigh around 2 ounces, though examples exist weighing up to 5.

So how do I make one? Take a stick of rattan (a must if intended for SCA missile combat use) about 30-40 inches long and make a leather 'pocket' as shown below. By securing one end some 6-8 inches from the tip (with the thonging), you'll 'set' the range of your particular sling. Remember, you're going to lay a slightly flattened (NEVER round) missile in this 'pocket' and swing the staff 180 degrees (see below). The point of release, and thus the range, will depend on the length of the thonging holding the 'pocket'. Only trial and error will help you 'set' your range. The other end of the pocket must slip off the tip of the rattan smoothly - it may be necessary to smooth the place where it clears the end with some sandpaper. Always use tennis balls (for SCA combat) which have been slit on four of their sides (again, see below). You could even attach red--yellow streamers to represent the clay incendiary grenades the Carthaginians threw from theirs. Of course, you'll need to cover your tennis balls with duct tape before slitting.



Hope to see you at the next seige!!!

'Complete Encyclopedia of Arms & Weapons' (1979), p.188 - Ed. by Leonid Tarassuk & Claude Blair

'The Book of Medieval Wargames' (1984), p.32 - Ed. by Nicholas Slope

Pattern Reproduced with Permission from Russ Holmes Visit : Athanor